

**CLAIMS**

1. A method of allocating a player's contribution in a gaming apparatus between a plurality of games, the method comprising the steps of:
- a) receiving a contribution from a user;
  - 5 b) splitting the contribution into a number of parts in accordance with a predetermined ratio;
  - c) allocating at least one of the parts of the contribution to one of the games; and
  - d) modifying the predetermined ratio in response the measured performance
  - 10 of the gaming apparatus.

2. A method according to claim 1 in which the measure of performance is the ratio of designed performance and the actual performance.

- 15 3. A method according to claim 2 in which the performance is determined in dependence upon the ratio of the revenue of the gaming apparatus and the value of prizes paid by the gaming apparatus.

4. A method according to claim 3 in which the modification of the ratio is

20 proportional to the difference in designed performance and actual performance.

5. A method according to any preceding claim in which the modified ratio  $I_n$  is determined in accordance with the formula:

$$I_n = I_{n-1} + \left[ \frac{RTP - P/T}{Q} \right]$$

- 25 where RTP is the designed performance, T is the revenue, P is the total prizes and Q is a control variable.

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6. A method according to any one of Claims 1 to 4 in which the modified ratio  $I_n$  is determined in accordance with the formula:

$$I_n = I_0 + \left[ \frac{RTP - P/T}{Q} \right]$$

where  $I_0$  is the base ratio, RTP is the designed performance, T is the revenue, P is the  
5 total prizes and Q is a control variable.

7. A method according to any preceding claim in which the predetermined ratio is modified periodically.

10 8. A method according to any of claims 1 to 6 in which the predetermined ratio is modified in real time.

9. A method according to any preceding claim in which the predetermined ratio is modified in response to the occurrence of non-time base criteria.

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10. A method according to any preceding claim in which the predetermined ratio is modified within an upper limit.

11. A method according to any preceding claim in which the predetermined ratio  
20 is modified within a lower limit.

12. Apparatus for allocating a player's contribution in a gaming apparatus between a plurality of games, the method comprising the steps of:

- a) input means for receiving a contribution from a user;
- 25 b) splitting means for splitting the contribution into a number of parts in accordance with a predetermined ratio;
- c) allocating means for allocating at least one of the parts of the contribution to one of the games; and
- d) control means operable in response to the measured performance of the  
30 gaming apparatus to modify the predetermined ratio.

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13. Apparatus according to claim 12 in which the measure of performance is the ratio of designed performance and the actual performance.

14. Apparatus according to claim 13 in which the performance is determined in  
5 dependence upon the ratio of the revenue of the gaming apparatus and the value of prizes paid by the gaming apparatus.

15. Apparatus according to claim 14 in which the modification of the ratio is proportional to the difference in designed performance and actual performance.

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16. Apparatus according to any of claims 12 to 15 in which the modified ratio  $I_n$  is determined in accordance with the formula

$$I_n = I_{n-1} + \left[ \frac{RTP - P/T}{Q} \right]$$

where RTP is the designed performance, T is the revenue, P is the total prizes and Q is  
15 a control variable.

17. Apparatus according to any of claims 12 to 15 in which the modified ratio  $I_n$  is determined in accordance with the formula

$$I^n = I^0 + \left[ \frac{RTP - P/T}{Q} \right]$$

20 where  $I_0$  is the base ratio, RTP is the designed performance, T is the revenue, P is the total prizes and Q is a control variable.

18. Apparatus according to any of claims 11 to 17 in which the control means is operable to modify the predetermined ratio periodically.

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19. Apparatus according to any of claims 11 to 17 in which the control means is operable to modify the predetermined ratio real time.

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20. Apparatus according to any of claims 11 to 19 in which the control means is operable to modify the predetermined ratio in response to the occurrence of time independent criteria.
- 5 21. Apparatus according to any of claims 11 to 19 in which the control means is operable to modify the predetermined ratio within an upper limit.
22. Apparatus according to any of claims 11 to 21 in which the control means is operable to modify the predetermined ratio within a lower limit.
- 10 23. Apparatus for use with a gaming machine to control the proportion of a user's contribution to a game, the apparatus comprising:
- performance measuring means operable to measure the performance of the gaming machine;
- 15 control means operable in response to the performance of the gaming machine to modify the proportion of the user's contribution to the game,
- communication means for communicating the modified proportion to the gaming machine.